# CAESARS PALACE

## PALACE

### 2000

**MILLENNIUM GOLD EDITION**

THE LARGEST ASSORTMENT OF 3D
CAESARS PALACE® GAMBLING
GAMES EVER!

*Interplay*™

BY GAMERS, FOR GAMERS.™

SEGA®

EVERYONE

E

CONTENT RATED BY
ESRB

T-12504N

# WARNINGS Read Before Using Your Sega Dreamcast Video Game System

## CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

## HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure. If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

## OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

## PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

## SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

# TABLE OF CONTENTS

# START UP

Set up your Sega Dreamcast game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a GD-ROM. Insert the Caesars Palace 2000 disc and close the Disc Cover. Insert compatible game controller and turn on the Sega Dreamcast game console. Operation of the game with incompatible controllers is not guaranteed. Follow the on-screen instructions to start a game.

Make sure there are 12 free blocks on your MEMORY CARD before commencing play. A message will be displayed on boot up if there is no Memory Card present, or if there is not enough free space to save a game

## SEGA DREAMCAST HARDWARE UNIT

Disc Door

Power Button
This turns the
unit ON or OFF

Open Button
Press to open
the Disc Door

Control Ports
Use these ports to connect the Sega Dreamcast Controller or other peripheral equipment.
From left to right are **Control Port A, Control Port B, Control Port C, and Control Port D.**
Use each port to connect controllers for players 1 to 4 respectively.
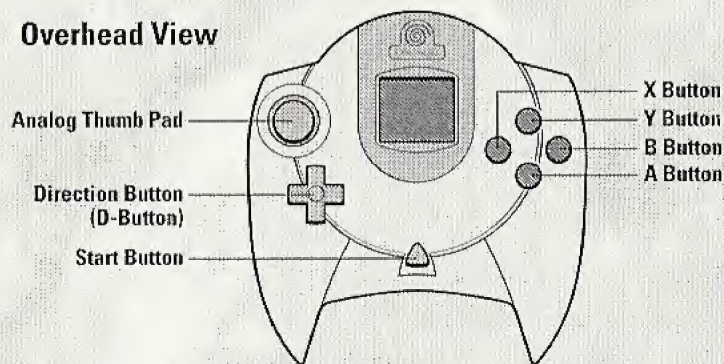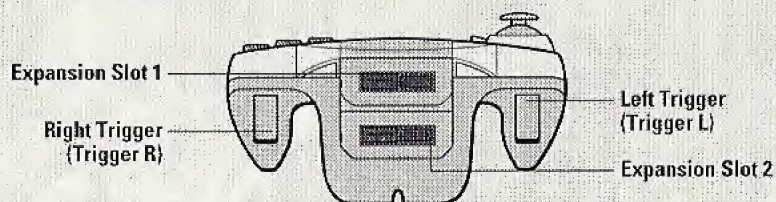NOTE: **Control Port** can also be referred to as **Port**.

# CONTROLS

Caesar's Palace 2000 is 1-4 player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports or the Sega Dreamcast. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen
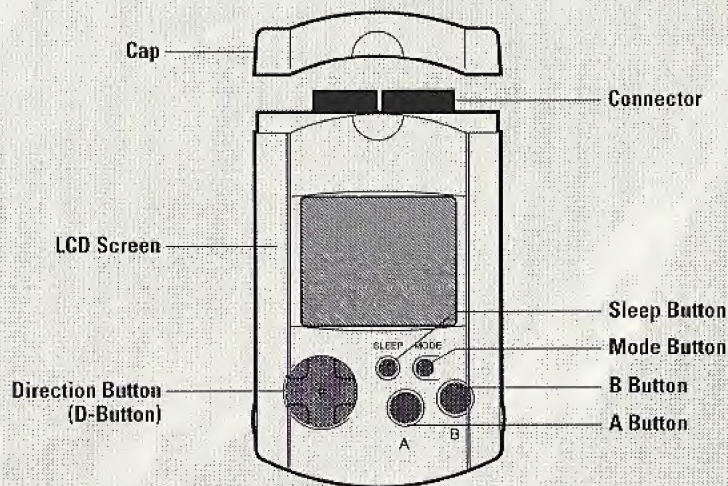
## SEGA DREAMCAST CONTROLLER

### Overhead View

Analog Thumb Pad

X Button
Y Button
B Button
A Button

Direction Button
(D-Button)

Start Button

### Forward View

Expansion Slot 1

Right Trigger
(Trigger R)

Left Trigger
(Trigger L)

Expansion Slot 2

### VISUAL MEMORY UNIT SPECIFIC GAME
### (VMU/VM SPECIFIC GAME)

Cap

Connector

LCD Screen

Sleep Button

Mode Button

Direction Button
(D-Button)

B Button

A Button

While saving a Visual Memory Unit Specific Game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller or other peripheral equipment

| Control | Function |
|---|---|
| Direction Button | Navigate menus, buttons and bet areas |
| Analog Thumb Pad | Move cursor |
| **A** Button | Select / Add Chip |
| **B** Button | Remove Chip / Cancel / Go Back |
| ✖ Button | Select Bet (Table Games), Add Coins Video Games) |
| **Y** Button | Done / Spin / Deal |
| L Trigger | Move camera position |
| R Trigger | Toggle Player Information Bar |
| START Button | In-Game Menu & Pause Game |

# INTO THE PALACE

After you've set up your console, inserted the Caesars Palace 2000 GD-ROM, and turned on the power, you'll be presented with a set of movies and logos. You can skip through these by pressing the START button, or you can watch them all the way through. To start the game press START button when the screen prompts you to. The first screen you come to after this will be the Title Screen, which gives you these options:

**New Game:** Pressing **A** on the New Game option will take you to a screen where you can decide how many players you want to play with. For more details, please refer to the next section.

**Continue Game:** Allows you to resume the game you were playing prior to entering this screen. When you first start the game, this option is not available.

**Load Game:** This option allows you to load and continue a previously saved game. In this screen, simply highlight the saved game you'd like to continue and press **A** . A game will have up to 4 players saved.

**Options:** Press the Options option to set up the configuration of your Caesars Palace 2000 game. This will allow you to set the volume for *sound effects, speech, music* and *the position of your screen*. At any time, you can hit **B** to return to the previous screen and cancel the changes you have made.

# NEW GAME

Before starting the game, you must add players to the player list, which is done by pressing **A** on the **Add Player** option. You will then be taken to a **Sign-In** screen where you can choose your name, entering up to 8 letters or numbers. When you are happy with your name, press **A** on the **Accept** button.

When you have signed in all the players you want, press the **A** button on the **Start Game** option. The next screen is the **Player Selection** screen. This is where you can activate or retire a player, or add or delete one. You can also choose which Controller each player will use.

# PLAYER SELECTION

To add a player, press **A** on a button that says "Empty". You will then be able to sign in a new player. If you press **A** on a button assigned to a player's name, you will be asked to confirm that you want to delete this player.

Pressing **A** on the button to the right of a player's name will change their status between **Active** and **Retired**. A retired player will not participate in any games until he is re-activated.

Next to the status buttons are the Controller buttons. Pressing **A** on these will cycle through all the Controllers available to the player.

Once you are happy with the player setup, press **A** on the **Accept** button to enter the lobby.

# THE LOBBY

Once you're in the Lobby, you have the following options:

**Card Games:** Pressing **A** on this icon will take you to a new screen, from where you can choose to play *Blackjack, Spanish 21, Mini Baccarat, Red Dog, Pai Gow Poker* or *Casino War*.

**Table Games:** Pressing **A** on this icon will present you with a new screen. From here you can select to play either *Craps* or *Roulette*.

**Slot Machines:** Choosing this icon will present you with a selection of five slot machines to play. See the appropriate section for details on each machine.

**Video Games:** Pressing **A** on this icon will allow you to choose from *Video Poker, Poker Challenge* and *Video Keno* games. Clicking on one of these icons will bring up a further choice of which type of machine to play. See the appropriate sections for details on each machine variant.

**Cashier:** You can only borrow money from the Cashier if you have less than $200. The Cashier will loan you up to $2,000 at a time, up to a maximum of $10,000. The Cashier is actually a machine that looks and works like an ATM. On screen instructions will lead you through the process of borrowing or repaying money.

**View Statistics:** Pressing **A** on View Statistics allows you to see the ability and progress of your player. Highlight the player you want to see statistics for and press **A**. You will then be presented with the list of games, showing your game rank, the number of rounds you have played, and your profit / money won. To view another player's statistics, hit **B** then select the next player. When you're done, just hit **B** to return to the Lobby.

**Save Game:** This option will allow you to save the game you are currently playing so that you may resume your game at a later time. Press the **A** button to choose this option, and then follow the on screen instructions. You can either save over a previous saved game, or create a new one if there is space available on your MEMORY CARD.

**The Games:** Once a game is chosen, you will be asked which table limit or coin value you wish to use. Next, you will be able to choose which players (up to four players) will be taking part in the game and what Controllers they'll be using. You can use any

# PLAYER PROGRESSION, RANK & COACHING

When you first enter the game you are given $2,000 and are only able to play on the lower limit table of $1 – 100 or on slot and video machines using a 50 cents coin. Each player is assigned a rank for each game, and an overall rank. Initially you start off as a novice.

As your rank increases, you will be allowed to play at higher stakes tables, or use higher value coins in the machines. There is also a disadvantage to gaining rank. The higher your rank in a game, the less coaching and help you will receive. As a novice, you will receive as much help as you want, and will be coached whenever you make a mistake. As you gain further ranks, your help will become limited, and coaching will only be given occasionally if you make a mistake.

| Rank | Amount of Couching Received | Number of help requests Granted | Table Limits | Machine Coins |
|------|------|------|------|------|
| Novice | 100% | Unlimited | $1 - $100 | $0.50 |
| Holiday Player | 90% | 100 | $10 - $1,000 | $1 |
| Regular Player | 60% | 20 | $25 - $2,500 | $5 |
| Semi-Professional | 30% | 5 | $100 - $10,000 | $25 |
| Professional | 0% | None | $250 - $25,000 | $100 |

If you manage to become a "Professional" in every game found in Caesars Palace 2000, you will be invited into the Emperor's Club. With this honor, you will be able to play with table limits of $1,000 - $100,000 or coins of $1,000. How much can you win before you are politely asked to leave?

In order to progress from one rank to another you will be required to play a certain minimum number of rounds, and win a specific amount of money. The number of games and amount of money needed becomes greater as your rank advances.

Caesars Palace 2000 includes a coaching screen that will pop up to advise you on your bets from time to time. Caesars Palace 2000 also has the ability coach, who will comment if you make a poor decision, so you know better next time. There is also a facility in the In-Game menu to recommend bets to you. Just hit the START button and move down to Help. The game keeps count of the cards and recommends a bet based on those statistics. You can see those statistics and learn to understand why the game makes the recommendations it does. Coaching can be turned off by going to the In-Game Menu and changing coaching to off in the game settings.

## THE IN-GAME MENUS

Pressing START during play begins the following options.

- **Resume:** Just like the name says. This option will drop you back in the thick of the action.
- **Quit To Lobby:** Exits you from current game.
- **Quit Game:** Quits the whole game and returns you to the title screen.
- **Volumes:** Enables you to change the sound effects, speech and music volumes.
- **Game Settings:** This screen allows you to do many things. Among them are:

    **Coaching:** This gives you your own personal coach, who will tell you what you should have done.

    **Strategy:** You choose between Basic, Simple Count, and Complex Count, three different ways of keeping track of the cards that have been played already.

    **Number of Decks:** The player can choose to play with 1, 2, 4, or 6 decks.

    **Show Score Card:** You have the option of seeing how the last bets have fallen, by keeping track of them on your personal score card. (Mini-Baccarat)

    **Show Rule Cards:** Turns the Rule Cards on and off. If they're on, you see why you were forced to take another card, why you've won, or why you've lost. A handy way of understanding how the game is played. (Mini-Baccarat)

    **Automatic Lose on Invalid Hand:** Turn this option off if you wish to be

given a second chance if you make an invalid hand. (Pai Gow Poker)

**Coaching Strategy:** You get to choose how your personal coach advises you: Conservative or Aggressive. (Craps)

**Coaching Style:** Allows you to set an additional coaching style – Betting RIGHT (that is, with the Dice) or WRONG (against them). (Craps)

**Odds:** This sets the Odds at 1x, 2x, 5x, or 10x for your bets (Craps)

**Maximize Odds:** Places the odds at the maximum (Craps)

**Odds/Place/Buy bet work on come-out:**

> **On** – When setting the point, any bet on the Odds/Place/Bet box will pay (Craps)

> **Off** – When setting the point, any bet on the Odds/Place/Bet box won't pay (Craps)

**Information Bar:** Turn the bar on or off. (Roulette)

Coins Added Simultaneously: Allows you to add more coins to the credits. (Slots, Video Poker/Challenge, Keno) Animations: Turning these off stops the win animations seen at the top of the machine being shown when you win. (Slots)

**Deal Cards on Select:** This automatically deals cards once you have selected a hand. (Video Poker Challenge)

**Help:** The player receives strategy, betting, odds, and specific game hints and advice

# THE GAMES

## Blackjack

Blackjack is a game players play against the "house", or the casino. The object of the game is to achieve cards that add up to a number as close to 21 as possible. If the player goes over 21, he busts and is out of the hand. All cards are worth the numbers printed on them. Face cards are worth 10, and the ace is worth either 1 or 11, player's choice.

The game goes like this: Each player is dealt a single card, face up. Then each player is dealt another card. The dealer's first card is face down, but the second is face up. You're going to try to make sure your total is higher than the dealer's without busting. If your hand is higher than the house's hand, you win. If it's a tie, you "push". If it's lower, you lose. If either you or the house draw 21 with the first two cards, it's called Blackjack. If

you draw it, you win. If the dealer draws it, everyone loses. If both the dealer and you draw Blackjack, you tie.

There are three buttons across the bottom of the screen. They are:

**Speed Bet:** This option automatically selects the amount of the last bet you made and prepares you for the deal. If this is your first round, the amount bet is the table minimum.

**Change Bet Unit:** You can change your bet at the beginning of any hand. Use the directional buttons to determine how high a wager you'd like to make. To add to the bet unit, move onto the chip you want and press **A**. To decrease the bet unit move onto the chip and press **B**. When you've finished, move to the "Done" button and press **A**. This is your new bet unit, and you'll be using this bet unit as your basic bet until you change it. If you wish to clear the bet unit and start adding chips from scratch, highlight the "Clear" button and press **A**.

**Deal:** Choosing this option begins the hand or ends your turn and moves onto the next player's turn.

To place a wager, move the highlight onto the table and press **A**. The value of the bet unit (initially the table minimum) is placed each time you press the **A** button. Pressing **B** removes chips from the table to the value of the bet unit.

After all players have selected their bets, the dealer passes out the cards. This is where the game gets interesting.

You can choose to *Hit,* which means you want another card. You can continue to Hit until you reach 21 or go bust.

You can choose to *Stand,* which means you're satisfied with your hand.

You can **Double** your bet, which means you put down another bet unit. You will be doubling your bet and will be dealt only one more card.

On certain occasions, when your cards are identical (two 8's, for example), you can **Split**. This requires another bet unit on the table, and it allows you to play each card as a brand new hand.

(All picture cards are counted as ten, so any combination of these can be split). You can split a maximum of 4 times (making 5 hands).

On occasion, the dealer will show an ace as the facing card. Then the dealer will ask you if you want Insurance. This means that you lay down half your bet on the chance the house has Blackjack. If you're right, you get your money back. If you're wrong, you lose that insurance money and continue to play normally.

The dealer will always draw a card if his hand is less than 17. As soon as his hand total is 17 or greater he will Stand.

# Spanish 21

The game of Spanish 21 is a variation of Blackjack. The game is played on normal Blackjack style table, however the cloth is slightly different to reflect the variations in the game. The differences between normal Blackjack and Spanish 21 are:

- A six deck shoe is always used. Each deck has the "Tens" removed from it, i.e. six 48 card decks.
- The dealer will hit on a soft 17, e.g. Ace diamond and six of spades.
- If the dealer's face up card (Hole card) is an Ace, or below a Ten, he will check for Blackjack.
- The player can Double down on as many cards as he wants to (not just two), including after he has split a pair.
- The player is only allowed to split three times, and therefore can have a maximum of four hands in one round.
- A player's natural 21 beats a dealer's natural 21, and a player's 21 beats a dealer's 21.
- The player can choose to Surrender his cards before he splits, hits or doubles. If he does so, he is returned half his bet.
- If after doubling, the player is dissatisfied with his hand, he can choose to "rescue" the doubled portion of his bet. In doing so he forfeits the original wager.
- A natural 21 (Blackjack) still pays out at 3:2, however there are other combinations of 21 which the player can make which pay out at better rates than the standard evens win. These are detailed in the following table.

**Bonus 21 Payoffs (Hand / Bonus):** 5 card 21 / 3:2; 6 card 21 / 2:1; 7+ card 21 / 3:1; 6, 7, 8, mixed suits / 3:2; 6, 7, 8, same suit / 2:1; 6, 7, 8, all spades / 3:1; 7, 7, 7, mixed suits / 3:2; 7, 7, 7, same suit / 2:1*; 7, 7, 7, all spades / 3:1*.

* If the dealer shows any 7 as his face up card, a super bonus of $1000 is paid for bets of $5+, and a bonus of $5000 for bets of $25+. Other players will receive a $50 envy bonus.

## Mini Baccarat

Each player can bet on the Player's hand to be the highest, or they can bet on the Bank's. They can also bet that the two hands will Tie, though that's a long shot – approximately 14% of these bets win. Once everyone has made a bet, both hands are dealt. If one of them totals 8 or 9, the person holding that hand wins. If either hand exceeds 9, the tens digit is ignored. That is, if the cards a Player is holding equal 12, you just drop the 1 and make it a 2.

If a Player's total is less than 6, he has to draw an extra card to add to his total. If the Bank's total is less than 7, and the player drew a card, the bank may have to draw an extra card too, depending on what was drawn. A maximum of three cards are drawn.

All card drawing is automatic. The Bank has a slightly greater chance of winning because of the rules of the game, so when you bet on the Bank, you have to pay a 5% commission to make it up to them.

To play the game, simply choose your bet amount by clicking on the Change Bet Unit icon. After you've chosen your bet, return to the board, position the cursor on which position you'd like to bet on, and make your bet. When you're ready to go, hit the Deal icon and cross your fingers.

## Red Dog

Red Dog is a variation of the game acey – deucey, or in-between. Each player places his initial wager, and then the dealer deals two cards in front of him, face up.

If the cards are consecutive, e.g. a three of hearts and a four of diamonds, then the hand is a push, and all bets are returned. If the two cards are equal in value, a third card is dealt in between the first two. If the card matches (making a three of a kind) then the dealer pays all bets at 11:1. If the third card is different to the first two, the hand is a push.

If the two cards are neither consecutive nor equal, the dealer announces the spread. This is the number of card values between the two cards. For example a 6 and a 10 would have a spread of 3, as there are three values between the 6 and 10.

At this point, the players are given the opportunity to double their wager. A third card is then dealt. If it's value is between the first two cards, the player wins according to the pay out table marked on the cloth. This table is also used to show the spread, which is done by placing a marker on the appropriate number.

All cards are ranked according to their value, the suit is irrelevant, and aces are always high. A Jack counts as 11, Queen as 12, King 13 and Ace as 14.

**Red Dog Payoffs (Spread/Payout):** 1 card / 5:1; 2 card / 4:1; 3 card / 2:1; 4+ card / 1:1

# Pai Gow Poker

Pai Gow Poker is based on the ancient Chinese game, however, like Poker it uses a regular deck of 52 cards plus a joker. The joker can only be used in certain circumstances. Pai Gow Poker also uses standard Poker hands for working out who wins.

Each player receives seven cards from the dealer. The player must combine the cards into two hands, one of five cards (called the back hand) and one of two cards (called the front hand).

If the back hand (five cards) doesn't beat the front hand (two cards), then the player automatically loses. It is possible to turn off this feature in the Game Options. If you make an invalid hand, the computer will prompt you to try again.

Once each player has arranged their cards into two hands, the dealer arranges his cards, and then compares his hands to each player's. If the player's front hand beats the dealer's front hand, and his back hand beats the dealer's back hand, the player wins. He is paid out at even money less a 5% commission.

If the one of the player's hands beats the dealer's, but the other loses, then the hand is a "push". The player is given back his wager. If the dealer's hands beat both of the player's hands, the dealer collects the player's wager. The dealer wins all copy hands.

The table below shows in order of rank, winning hands. The ranking are basically the

same as for Poker, except the highest hand is "Five Aces". The other notable feature is that the second highest straight (after a 10-J-Q-K-A) is A-2-3-4-5 not 9-10-J-Q-K.

As mentioned before, the Joker can only be used in certain ways, like a limited wildcard. It can be used as an Ace, or to fill out a straight, flush or straight flush.

| Hand Name | Definition |
|---|---|
| Five Aces | The four aces plus the joker |
| Royal Flush | 10, J, Q, K, A of the same suit |
| Straight Flush | A sequence of five cards of the same suit |
| Four of a Kind | 4 matching cards |
| Full House | 3 matching cards plus 2 other matching cards |
| Flush | 5 non sequential cards of the same suit |
| Straight | A sequence of 5 cards, not of the same suit |
| Three of a Kind | 3 matching cards |
| Two Pairs | 2 pairs of 2 matching cards |
| Pair | 2 matching cards |
| High Card | No matching cards, therefore look at highest card |

# Casino War

The dealer deals one card to each player and then one for himself. The dealer then turns to the player on his right, and turns over the player's card and his own. If the player's card is higher than the dealer's, the player wins and is paid out even money. If the dealer wins, the player's wager is collected.

If both cards are equal the player has a choice to make. He can forfeit, in which case he receives back half his wager. Alternatively, he can go to war with the dealer. This is where the game derives it's name.

If the player decides to go to war, he must match his bet on the table, i.e. double up. The dealer will then burn three cards before dealing the player and himself a new card face up. If the player's card is equal to or higher than the dealer's, he wins even money, otherwise he looses his whole bet.

It is possible to make a side bet on a tie. This pays out at 10 to 1, and is paid independently of whether the player goes to war or not with the dealer.

# GAME...

Grab a pen, fill out this card, drop it in the mailbox.
[i]t easy! We hold a random drawing here at Interplay
[c]mon – all it'll cost you is one minute and a bit of ink.

| | | | | | | | | | | | | | | | | | |

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Birthday___/___/___

[Ad]venture          ☐ RPG          ☐ Shooter
[Fig]hting           ☐ Fantasy      ☐ Other

[Pla]yStation® game console                    ☐ Game Gear
[SN]ES               ☐ N64®          ☐ Sega Dreamcast™
[Ma]cintosh          ☐ Other

[th]e Shooter rolls the first roll,
[...] Betting on the PASS line
[...]l. Betting on DON'T PASS
[...] numbers. PASS and DON'T

[...]craps), that are automatic
[...]nt". The Shooter keeps rolling
[...]t the dice pass to the next

[...]ASS/DON'T PASS, but they
[...]aps losing. Any other roll
[...]gain, the bet wins; a 7 loses,
[...]ME can only be bet if this in
[...]r the COME/DON'T COME
[...]al bet at the bet's real chance
[...]Free Odds are the best odds

[...]fore a 7 by betting on the
[...]efore that number by betting
[...] is the FIELD, where one of
[...]12 win triple here.

[...]bets, long odds for big
[...]will be rolled before a 7 or any
[...]re one-offs, bets that the next
roll will be a 7, craps, 12, 2, 11, 3, or an Eleven/Craps.

## Roulette

Roulette is a game that's fairly easy to master. You bet on the number, you believe, the
ball will drop into on the wheel. There are a variety of bets you can make. You can bet

**INTERPLAY ENTERTAINMENT CORP.**                    15

ame as for Poker, except the h
hat the second highest straigh

As mentioned before, the Joker
wildcard. It can be used as an

| Hand Name | Defi |
|---|---|
| Five Aces | The f |
| Royal Flush | 10, J, |
| Straight Flush | A sec |
| Four of a Kind | 4 mat |
| Full House | 3 mat |
| Flush | 5 non |
| Straight | A sec |
| Three of a Kind | 3 mat |
| Two Pairs | 2 pair |
| Pair | 2 mat |
| High Card | No m |

## Casino War

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independently of whether the player goes to war or not with the dealer.

# WIN A FREE

by filling out the Interplay One-Minute Registration Card
Win a FREE GAME on the platform of your choice. It's th
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Other Game Platforms Owned (Check any that apply)

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- ❑ PC (DOS)
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- ❑ Genesis
- ❑ PC (Win 95)
- ❑ P
- ❑ S
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*Note:* Ace is always counted as being high.

# Craps

The person rolling the dice is called the Shooter. Before the Shooter rolls the first roll, the player bets on whether the Shooter will roll a 7 or 11. Betting on the PASS line means that the player believes the Shooter will roll 7 or 11. Betting on DON'T PASS means the player doesn't think the Shooter will hit those numbers. PASS and DON'T PASS can only be bet on for the Shooter's first roll.

If the Shooter doesn't hit 7 or 11 – or a 2, 3, or a 12 (called craps), that are automatic losses for everyone – the number rolled becomes the "point". The Shooter keeps rolling until the dice hit the point, 7, 11, or a craps, at which point the dice pass to the next Shooter.

The COME and DON'T COME bets are very similar to PASS/DON'T PASS, but they are opposite. With a 7 or 11 winning for the COME and craps losing. Any other roll shifts the bet onto that number. If that number is rolled again, the bet wins; a 7 loses, and all others allow the bet to remain. COME/DON'T COME can only be bet if this in not the Shooter's first roll. Once the point is established, or the COME/DON'T COME bets placed in a box, a player bet up to double their original bet at the bet's real chance of wining. These bets are placed beside the original bets. Free Odds are the best odds bet in the house.

Players can also bet that a specific number will appear before a 7 by betting on the double line below the number; or that a 7 will be rolled before that number by betting on the line at the top of a number's box. The last main bet is the FIELD, where one of the listed numbers will be rolled on the next throw. 2 and 12 win triple here.

On the right-hand section of the table are the Proposition bets, long odds for big payoffs. The four large boxes are betting that this double will be rolled before a 7 or any other version of this number. All other Proposition bets are one-offs, bets that the next roll will be a 7, craps, 12, 2, 11, 3, or an Eleven/Craps.

# Roulette

Roulette is a game that's fairly easy to master. You bet on the number, you believe, the ball will drop into on the wheel. There are a variety of bets you can make. You can bet

on the color the ball will land on (red or black; in this bet if the ball lands on green, the house wins). You can also bet on the exact number it lands on; a pair of numbers next to each other; an adjacent group of numbers; or whether the number is odd or even. Players can bet on a column of 3 numbers, placing their bets on the top line, or any of 3 rows of 12 numbers by placing their bets in one of the left or right hand boxes. Players can also bet the number spun will be 1-12, 13-24, or 25-36, or even from 1-18 or 19-36. All that it takes to make a bet is to place a coin on the selected area of the betting table.

All the numbers have a color. 18 are red, 18 are black, and 2 are green. The two green numbers are 0 and 00; they are automatic house wins, and if they come up, you can win only if you have bet on one of those two numbers.

To play the game, just choose your bet amount with the Change Bet icon and place your bets wherever you like on the table. A colored chip will represent your bet. Once you place a chip on the table, you cannot change your bet until the next turn. As always, you move with the directional buttons and choose your target with the **A** button. When you're ready to go, click on the "Done" icon, and watch the ball spin. If you're lucky, you'll collect a large bundle.

An information bar at the bottom of the screen provides information about the betting area currently highlighted. It will tell you the type of bet, what odds you will get, and how much money you have bet on this area.

## Slot Machines

These are the games you can choose:

The main difference between these games is the pay rates they give out. When you win, the camera will automatically move to show you the winning pay line on the machine. Press **A** to return to the main camera view in order to continue playing.

Here are the winning combinations:

## Baseball Challenge

The Baseball Challenge machine has 4 reels and one pay line. You can play 1 to 5 coins. The largest jackpot is only available if you bet 5 coins.

In some ways, Baseball Challenge functions as a normal slot machine, if you get 4 baseballs, you are awarded 250 coins per coin you bet. However, if successive base

base symbol (only found on the first reel) will win the player 1 coin for each coin they bet. Getting a 1st base symbol on the first reel, and a 2nd base symbol on the second reel wins 5 coins per coin bet.

| Reel Symbols | 1 Coin | 2 Coins | 3 Coins | 4 Coins | 5 Coins |
|---|---|---|---|---|---|
| 4 x Baseball diamond | 1000 | 2 x 1000 | 3 x 1000 | 4 x 1000 | 10000 |
| 4 x Baseball | 250 | 2 x 250 | 3 x 250 | 4 x 250 | 5 x 250 |
| 4 x Helmet | 100 | 2 x 100 | 3 x 100 | 4 x 100 | 5 x 100 |
| 4 x Mitten | 50 | 2 x 50 | 3 x 50 | 4 x 50 | 5 x 50 |
| 3 x Strike | 20 | 2 x 20 | 3 x 20 | 4 x 20 | 5 x 20 |
| 1st, 2nd, 3rd & 4th Base | 50 | 2 x 50 | 3 x 50 | 4 x 50 | 5 x 50 |
| 1st, 2nd & 3rd Base | 10 | 2 x 10 | 3 x 10 | 4 x 10 | 5 x 10 |
| 1st & 2nd base | 5 | 2 x 5 | 3 x 5 | 4 x 5 | 5 x 5 |
| 1st Base | 1 | 2 x 1 | 3 x 1 | 4 x 1 | 5 x 1 |

## Halloween Spooky

| Reel Symbols | 1 Coin | 2 Coins | 3 Coins |
|---|---|---|---|
| 3 x Ghost | 1000 | 2 x 1000 | 5000 |
| 3 x Bat | 200 | 2 x 200 | 3 x 200 |
| Gravestones R.I.P. | 100 | 2 x 100 | 3 x 100 |
| 3 x Gravestones | 40 | 2 x 40 | 3 x 40 |
| 3 x Pumpkin | 20 | 2 x 20 | 3 x 20 |
| 3 x Skeleton | 10 | 2 x 10 | 3 x 10 |
| 3 x Coffin | 10 | 2 x 10 | 3 x 10 |
| 2 x Coffin | 5 | 2 x 5 | 3 x 5 |
| 1 x Coffin | 2 | 2 x 2 | 3 x 2 |

The Halloween machine has 3 reels and 3 pay lines. You can play 1 to 3 coins. The largest jackpot is only available if you play 3 coins.

The ghost is a wild card and will substitute for any other symbol to give you the largest

jackpot. If three gravestones land in the correct order spelling out R.I.P., you will win 100 coins, instead of 40 for any three gravestones.

## Ancient Egypt

| Reel Symbols | 1 Coin | 2 Coins | 3 Coins | 4 Coins | 5 Coins |
|---|---|---|---|---|---|
| 4 x Horus | 1000 | 2 x 1000 | 3 x 1000 | 4 x 1000 | Progressive |
| 4 x King Tut | 500 | 2 x 500 | 3 x 500 | 4 x 500 | 5 x 500 |
| 4 x Scarab Beetle | 250 | 2 x 250 | 3 x 250 | 4 x 250 | 5 x 250 |
| 4 x 3 Pyramids | 30 | 2 x 30 | 3 x 30 | 4 x 30 | 5 x 30 |
| 4 x 2 Pyramids | 20 | 2 x 20 | 3 x 20 | 4 x 20 | 5 x 20 |
| 4 x 1 Pyramid | 10 | 2 x 10 | 3 x 10 | 4 x 10 | 5 x 10 |
| 4 x Any Pyramid type | 3 | 2 x 3 | 3 x 3 | 4 x 3 | 5 x 3 |

The Ancient Egypt machine has 4 reels, and one pay line. You can play 1 to 5 coins. You can only win the progressive jackpot with the maximum number of coins bet. Your jackpot is multiplied by the number of coins you bet.

The God Horus is a wildcard and will substitute for any other symbol to give you the largest jackpot.

There are also Horus's with blue arrows next to them. If a Horus with a down arrow stops above the pay line, it will "nudge" down to the pay line to help you win. The same is true with a Horus with an up arrow. It will "nudge" up if it stops below the pay line.

## Wild West

The Wild West machine has 3 reels and one pay line. You can play 1 to 3 coins. The largest jackpot is only available if you play 3 coins.

Matching badges pay the largest jackpot, but unmatched badges pay well too.

If two of the three reels stop showing a badge, but the third reel does not match up, then the unmatched reel will spin again, giving you a second chance at the big jackpot.

| Reel Symbols | 1 Coin | 2 Coins | 3 Coins |
|---|---|---|---|
| 3 x Matching Badges | 2500 | 2 x 2500 | 10000 |
| 3 x Badges | 500 | 2 x 500 | 3 x 500 |
| 3 x Guns | 200 | 2 x 200 | 3 x 200 |
| 3 x Hats | 100 | 2 x 100 | 3 x 100 |
| 3 x Cow Skulls | 25 | 2 x 25 | 3 x 25 |
| 3 x Cacti | 25 | 2 x 25 | 3 x 25 |
| 3 x Wagon Wheels | 10 | 2 x 10 | 3 x 10 |
| 2 x Wagon Wheels | 5 | 2 x 5 | 3 x 5 |
| 1 x Wagon Wheel | 1 | 2 x 1 | 3 x 1 |

## Progressive Fruit

| Reel Symbols | 1 Coin | 2 Coins | 3 Coins |
|---|---|---|---|
| Banana - Banana – Banana – Banana | 5000 | 2 x 5000 | Progressive |
| Melon – Melon – Melon – Melon | 1000 | 2 x 1000 | 3 x 1000 |
| Any – Banana – Banana – Banana | 200 | 2 x 200 | 3 x 200 |
| Banana – Banana – Banana – Any | 200 | 2 x 200 | 3 x 200 |
| Orange – Orange – Orange – Orange | 50 | 2 x 50 | 3 x 50 |
| Cherry – Cherry – Cherry – Cherry | 40 | 2 x 40 | 3 x 40 |
| Lime – Lime – Lime – Lime | 20 | 2 x 20 | 3 x 20 |
| Any – Cherry – Cherry – Cherry | 10 | 2 x 10 | 3 x 10 |
| Cherry – Cherry – Cherry – Any | 10 | 2 x 10 | 3 x 10 |
| Apple – Apple – Apple – Apple | 10 | 2 x 10 | 3 x 10 |
| Lemon – Lemon – Lemon – Lemon | 10 | 2 x 10 | 3 x 10 |
| Any – Any – Cherry – Cherry | 5 | 2 x 5 | 3 x 5 |
| Cherry – Cherry – Any – Any | 5 | 2 x 5 | 3 x 5 |
| Any – Any – Any – Cherry | 2 | 2 x 2 | 3 x 2 |
| Cherry – Any – Any – Any | 2 | 2 x 2 | 3 x 2 |

The Progressive Fruit machine has 4 reels, and only one pay line, the center. You can play 1 to 3 coins. Playing additional coins gives you a chance to win the progressive jackpot, and if you play more coins, your jackpot is multiplied by the number of coins you bet.

The "Wild Banana" symbol is a wildcard, and will substitute for any other symbol to give you the largest jackpot.

## Video Poker

There are four versions of Video Poker, and all of them have their own twists. Deuces Wild is a game in which the 2s become wild cards, thus improving your chances of getting an excellent hand. Jokers Wild does much the same thing, only it uses Jokers instead of 2s. Tens or Better looks for a pair of Tens or better to win any prizes, as does its partner, Jacks or Better, which, obviously, requires pairs of Jacks or better to win.

Each of these games is set up in much the same way. You place your coins in the slot by positioning the cursor over the coin slot – up to five coins per bet – and choose whether to bet the maximum amount or a single coin. When your hand is dealt to you, you choose the cards you want to keep by clicking on the Hold button underneath each card. The cards you do not "Hold" are discarded, and you are given new cards. If your new hand matches the winning criteria listed on the screen above the cards, you win!

To move onto the next player, move onto the "Next Player" button and press **A**.

## Poker Challenge

All Poker Challenge machines have the same payout:

| HAND | 1-4 COINS | 5 COINS |
|------|-----------|---------|
| Straight Flush | 5 to 1 | 10 to 1 |
| Royal Flush | 50 to 1 | 100 to 1 |
| Bad Beat 500 to 1 | 1000 to 1 | |

You can play 1 to 5 coins on any of the Poker Challenge machines. You win by beating all of the other hands. A win pays 1 to 1. If you are tied for the best hand, you will get your bet back.

A "Bad Beat" hand is when you have 4 of a Kind or better, and lose to a higher 4 of a Kind or better hand. Note that in the Hold 'Em Challenge games, if the winners are sharing the same 4 of a Kind, the "Bad Beat" jackpot is not awarded.

There are four games you can play in the Poker Challenge:

The Hold 'Em Challenges are essentially the same. In Double Hold 'Em, though, you have the ability to double your bet once you've seen the first few cards that are dealt. Also, you play against three other hands, where in Hold 'Em, you play against only two others.

Each Hold 'Em Challenge deals several sets of cards. You choose which one you want to play with. The machine deals out a hand in the middle, and you combine the cards you've chosen with the cards in the center of the table – as does everyone else. The best poker hand wins.

## The Stud Challenges

Like the Hold 'Em Challenges, the Stud Challenges are essentially the same, though again the Double Stud Challenge has the option to bet a greater sum on the outcome once the first few cards have been revealed.

You are dealt seven cards in this game, and you use the best five to create a winning hand. In Double Stud Challenge, you see only the first five before you're asked if you want to double your bet. Once you've made your choice, the remaining cards are revealed and you discover if you've been lucky.

To move onto the next player, move onto the "Next Player" button and press **A**.

# Video Keno

The player chooses a certain amount of numbers out of a pot of 80, then the computer draws 20 numbers. To win you have to match a certain amount of numbers to those drawn by the computer or in some cases don't match with the computers (amounts vary per game).

Only one player can play at a time. To swap between players, highlight the "Next Player" button and press **A**.

There are two versions of Video Keno that the player can select:

## Auto Spotter

With the Auto Spotter machine, just insert the amount of money you wish to bet on the game as a coin. Next move onto the list of eight types of bet and select one. When you

press **A** on one of the bets it will highlight the numbers chosen in green. To choose a different bet, just move onto it and press **A** again.

Press the L Trigger button to move the camera so you can view the information on how many numbers you need to catch and the amount of money you will win for those numbers.

Once you are happy with you bet, simply press Play. The computer will now pick 20 numbers, which will be highlighted in light blue. Any numbers that the computer chooses that match you numbers will be highlighted in red.

The eight bet choices are:

- 40 Top (T) – With this bet, you are selecting the top 40 numbers. To win you must match at least 11 numbers that are drawn by the computer. The more numbers matched the better the payout.
- 40 Bottom (B) – This time you are selecting the bottom 40 numbers. The same odds and rules apply as 40 Top.
- 40 Left (L) – Here you are selecting the 40 left hand numbers
- 40 Right ( R) – Here you are selecting the 40 right hand numbers
- 40 Top Bottom (TB) – In this game the player is betting that at least 13 numbers will be in either the top 40 numbers or the bottom 40 numbers. No numbers are marked when this bet is chosen. The payouts are worked out from how many numbers are in the Top 40.
- 40 Left Right (LR) – This time you are betting that at least 13 numbers will be either in the left hand side 40 numbers or the right hand 40 numbers. No numbers are marked when
  this bet is chosen. The payouts are worked out from how many numbers are in the Left 40.
- 32 Edge (E) – Here you are betting on the 32 numbers around the edge of the ticket. You win if you match less than 6 numbers or more than 10.
- 32 Inner (I) – Same odds and numbers matched to win as 32 Edge, except this time you are betting on the middle 32 numbers.

# Multi Ticket

With Multi Ticket, instead of betting on a set selection of numbers you get to pick which numbers and how many you wish to bet on. Just insert your money then pick the bet you want to place. Then make your selection by moving over the number and press **A**. Pressing **A** again will deselect the number. If you put the wrong number in, simply press clear and it will remove all the numbers. If you wish to repeat your last bet, just insert the amount of money you want to wager and press play.

You have seven choices of bets on this table:

- Straight Ticket (ST) – Here you can choose to back from 1 to 20 numbers.
- All Catches (AC) – Here you have to pick between 7 and 10 numbers. You are always guaranteed to win with this bet, but not always as much as you bet.
- All or Nothing (AN) – With this bet, you have to pick between 4 and 8 numbers. You only win if all of the numbers you selected are matched or none of them are matched.
- Bet Against (BA) – This bet works in the opposite way to most other bets. Here you must select between 8 and 15 numbers and hope that none of the numbers are drawn. You only win, if none of the numbers you picked are drawn by the game.
- Catch All (CA) – Here you select between 2 and 7 numbers. To win all of the numbers you selected must be matched by the game.
- Last Ball Drawn (LB) – With this bet you must pick between 1 and 6 numbers. As with the other bets you win by matching the numbers with those drawn by the computer. This game also includes a bonus. If the last number the computer selects matches up with one of your numbers, and all your numbers are picked then your winnings will be doubled.
- Super Special (SS) – Here you select between 3 and 10 numbers. This machine is probably the nest bet, as the pay out odds are better, but the Jackpot is not as high as other games.

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Hints are not available for this title via the hint line.

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Once again, welcome.

Brian Fargo
C.E.O.

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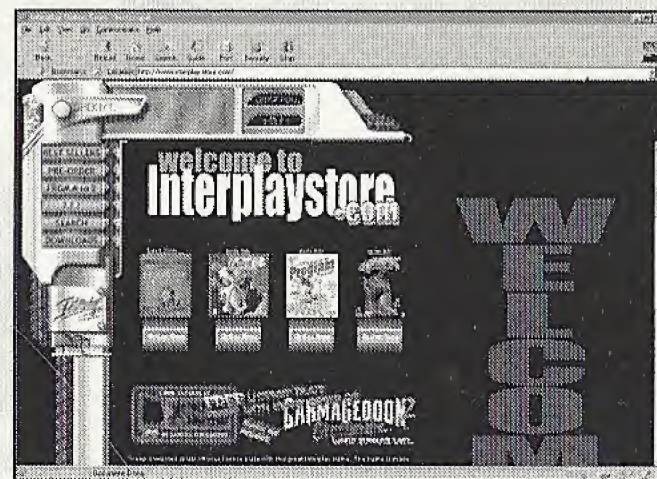


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